

Design No.

R.I.M.E.
R.E.T.

Donald D. Berment

Architectural and Related Services

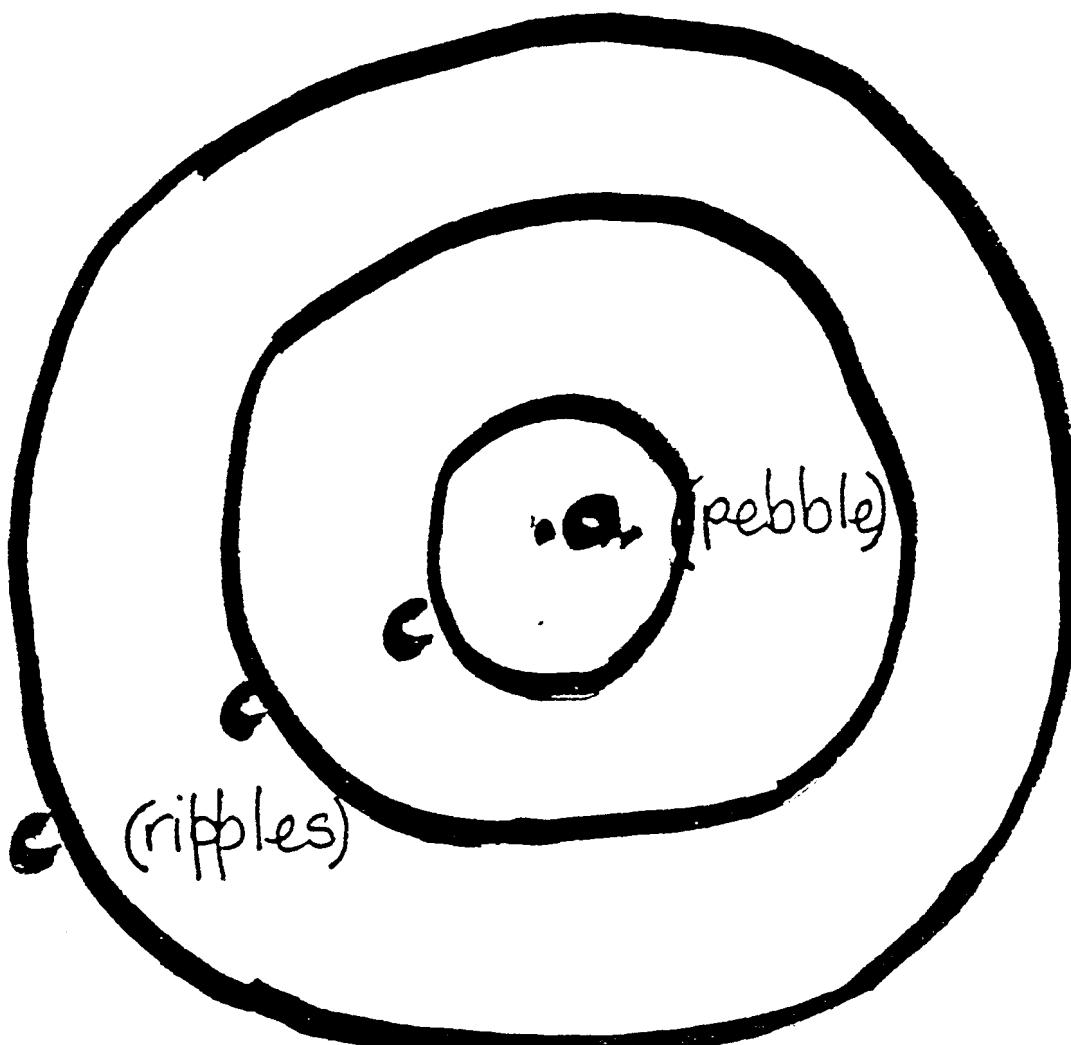


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45 RIVER ESTATE CIRCULAR - DIEGO MARTIN
REPUBLIC OF TRINIDAD & TOBAGO

The Ripple Effect Theory (R.E.T.)



Example B. (Pond)

Signed

DDB 21/3/04

Housing Specialist / Space Planner

Phone 637-0924

EDUCATION

WITH

SERVICE

Design No.

CRIME
R.E.T.

Donald D. Berment

Architectural and Related Services

45 RIVER ESTATE CIRCULAR - DIEGO MARTIN
REPUBLIC OF TRINIDAD & TOBAGOSheet No.
3/7

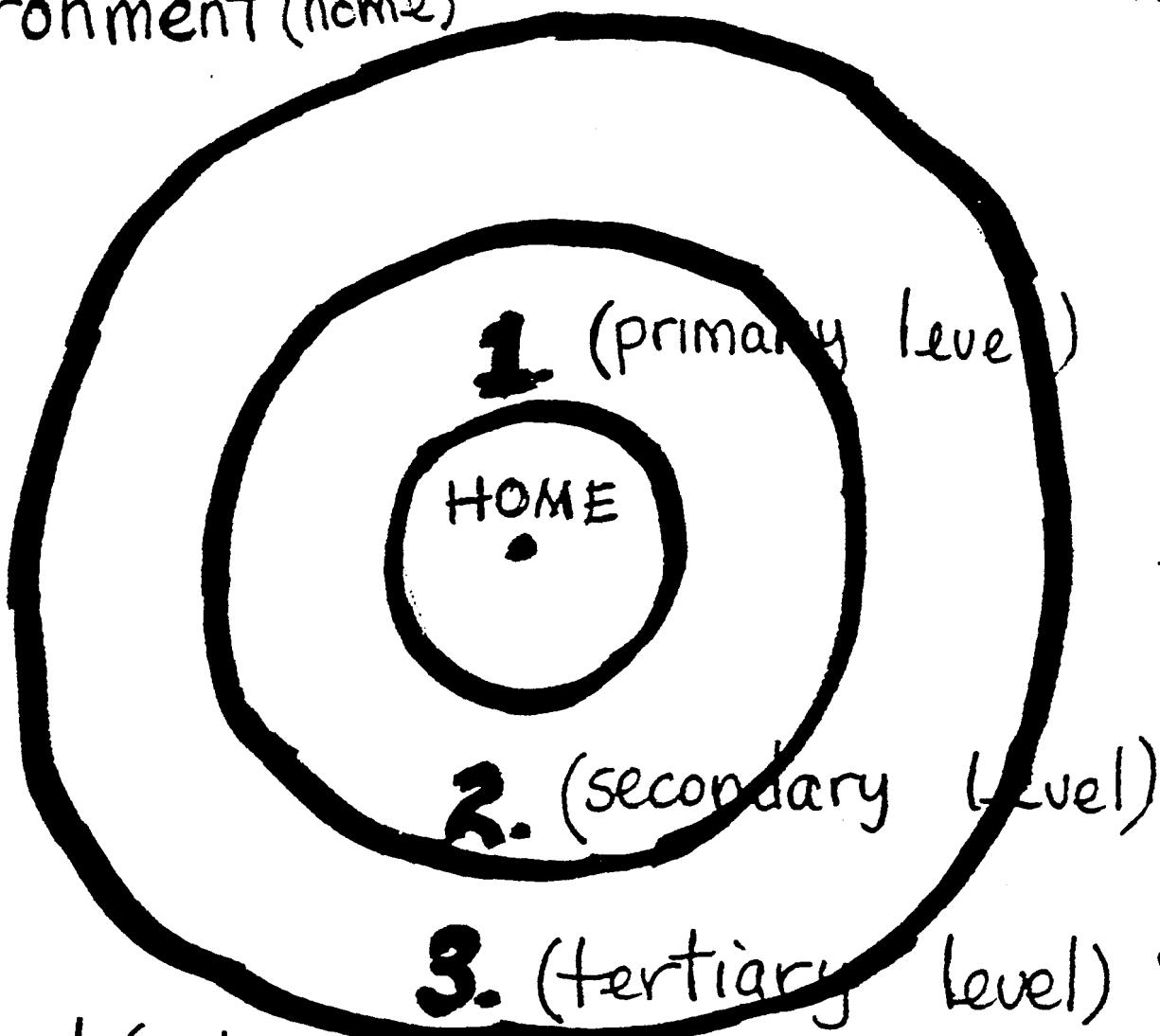
(R.E.T.)

1. parents
children
environment (home)

2. immediate
community

play areas / schools / shops /
religious places.

government / big business /
entertainment /



3. national (extended)
Community

Pond Of Life

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EDUCATION

WITH

SERVICE

DESIGN

DEVELOP

DELIVER

Design No.

CRIME

R.E.T.



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REPUBLIC OF TRINIDAD & TOBAGO



Sheet No.

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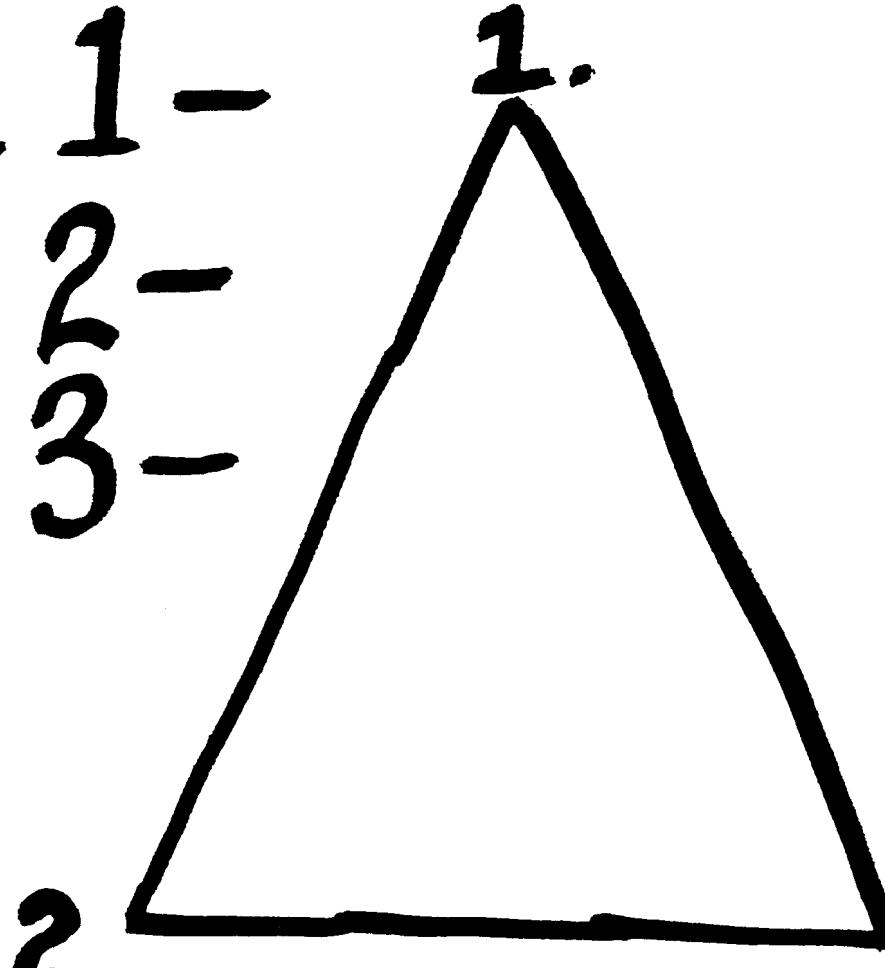
(R.E.T.)

SOLUTION

Level 1 -

Level 2 -

Level 3 -



3 - Prong Attack immediately
and
simultaneously

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21/3/94

Housing Specialist / Space Planner

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637-0924

EDUCATION

WITH

SERVICE

The Family

① Fam.

Two or more people related by blood, Marriage, Mutual consent or adoption, Sharing the same residence, eating from the same pot, inter-relating and sharing responsibilities and transmitting the culture.

The Family is the most important agent of socialization in all societies. The length of time spent together shapes the development of society.

The Family is a group in which all the members can have constant face to face contact with each other.

This allows for close observation of the child's progress and individual adjustments to be made.

The Most Meaningful and effective kind of social interaction for the purpose of Socialization, is mainly that of Emotional Content, more so than that confined to the intellectual level.

Three Major Goals of Socialization ② Fam.
within the family are that the parents
should teach the child:-

- ① Self Control beginning with Toilet Training
- ② Values
- ③ Role Behavior.

The Principal Problem in the socialization
of children is Motivating them to learn
the Culturally Patterned Behavior,
taught by their parents encouraged
by Rewards or Punishment.

Functions of the Family

- 1 Reproduction for the Continuation
of the Species.
- 2 Protection of its members for survival.
- 3 Provision for its members for
nourishment and emotional health.
- 4 Socialization

③ Fam.

Although the Family has been the the Prime Socializing Agent in all Societies, it is not necessarily a very effective or efficient socializer, for the following reasons: -

- ① Parents have little training for this task
- ② They have scant understanding of the process of Socialization.
- ③ Their goals may be fuzzy and unspecific (not focussed)
- ④ They offer reproduce/continue to do, what they able to remember of their own up bringing.

In Addition when the immediate Community and wider society does not provide adequate intervention and support, dysfunctional behaviour creates great pressure for the managers. of nations.

* Emotional Intelligence *

is the capacity for recognizing our own feelings and those of others, for motivating ourselves and for managing emotions well in ourselves and in our relationships.

Emotional Intelligence has five components:-

① Self awareness

② Self regulation

③ Motivation

④ Empathy

⑤ Social Skills

① Self awareness: Knowing what we are feeling in the moment, and using those preferences to guide our decision making.

② Self regulation: Handling our emotions so that they facilitate rather than interfere with the task at hand. Delaying gratification to achieve goals.

③ Motivation: Using our deepest preferences to guide us toward our goals. Persevering in the face of setbacks.

④ Empathy: Sensing what people are feeling.

⑤ Social Skills: Handling emotions in relationships well and accurately reading social situations and networks. Using those skills to lead, negotiate and settle disputes.

Emotional Skills can be learned and unlike IQ a person's EQ can increase over a lifetime.

Change requires the "refooling" of ingrained habits of Thought, Feeling and Behaviour.